





Unit Settlement/city

Master of the Brotherhood (1x)

If your opponent wants to play 1 action card that could cause the loss of 1 card of your hand or of 1 of the cards you placed, he first must pay 2 gold for each victory point he has in excess of your own victory point total. You receive up to 1 gold. **Requires:** Not having or building an Abbey.



Unit-Hero Settlement/city

Godfrey the Intriguer

If you built Godfrey, during your next turns you may pay 1 gold to view the cards in your opponent's hand and take 1 unit or action card. If you take 1 card, place Godfrey on the discard pile (on your own discard pile).



Building City

Church (1x)

After building the Church, you immediately receive up to 2 gold.



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Building City

Odin's Temple (1x)

After building the Temple, immediately draw 1 card from any draw stack (from any of your own draw stacks).



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Building City

Sacrificial Site

You may trade wool for resources of a different type at a 2:1 rate. Wool from neighboring pasture regions is neither counted nor lost when the event *Brigand Attack* occurs. **Requires:** *Odin's Fountain or Temple*.

2:1



Building City

Bishop's See

If you build the Bishop's See, you may choose 3 of your opponent's units. He must remove 1 of them and place it on the discard pile (on his own discard pile). **Requires:** *Church, Abbey, or Chapel*.



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Action - Attack

Missionary

Your opponent must remove any 1 of the heroes he placed. Place the hero in your principality or on the discard pile (on your own discard pile).

Requires: Church or Bishop's See.



Action - Attack

Bishop

Demand 1 gold from your opponent. In addition, you receive as much gold as you can accommodate in one of your gold fields or in the Gold Cache.

Requires: Church or Bishop's See.



Action - Attack

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Requires: Church or Bishop's See.



Action - Attack

Odin's Priest

Your opponent must show you the cards in his hand and place all action cards and units under matching stacks (under his own matching stacks).

Requires: Odin's Temple.



Action - Neutral

Priestess of the Norns

Choose 1 draw stack and select up to 2 cards from it.

Requires: Odin's Fountain or Temple.



Action - Neutral

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Requires: Odin's Fountain or Temple.



Action - Neutral

Michael the Master Builder

Play this card when you build a building. Substitute 1, 2, or 3 of the resources required for building with 1 gold each.



Event

Good Neighbors

Reveal the top cards of all draw stacks. The player who has the Pilgrimage Site receives any 1 resource of his choice. The player who has Odin's Fountain draws 1 card from 1 draw stack (from 1 of his own draw stacks) into his hand.



Event

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Reveal the top cards of all draw stacks. The player who has the Pilgrimage Site receives any 1 resource of his choice. The player who has Odin's Fountain draws 1 card from 1 draw stack (from 1 of his own draw stacks) into his hand.



Event

Religious Dispute

Players who have at least 1 city place all cards in their hands under matching expansion card stacks (under their own matching expansion card stacks). The *Church* and the *Temple* each decrease losses by 2 cards. If you have a *Sacrificial Site*, you receive up to 3 wool. If you have a *Bishop's See*, you receive up to 3 gold.



Event

Religious Dispute

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The Era of Merchant Princes



Building Settlement/city

Wainwright

↔
OR
3 : 1

1x during your turn: You may move resources between two regions of the same type or trade 3 resources of your choice for 1 different resource.



Building Region

Cloth Merchant's Residence

Place adjacent to a pasture region. For 2 wool from the adjacent pasture region, you may rotate the Residence to the next higher level. **Requires:** City.



Building Region

Paper Merchant's Residence

Place adjacent to a forest region. For 2 lumber from the adjacent forest region, you may rotate the Residence to the next higher level. **Requires:** City.



Building Road

Trading Post

Place on a free road of your own.

↑
1 : 1
↓

1x during your turn: You may trade 1 resource between the two adjacent regions at a 1:1 rate.



Building Road

Trading Post

Place on a free road of your own.

↑
1 : 1
↓

1x during your turn: You may trade 1 resource between the two adjacent regions at a 1:1 rate.



Building Road

Brigand Camp

Place on a free road of your opponent. Your opponent's commerce points are reduced by 1. If your opponent uses his *Marketplace* to store 1 resource, you receive 1 gold.

Unit Settlement/city

Ship Builder (1x)
 Each ship you build in your principality costs you either 1 lumber or 1 wool less. For 1 gold, you may take 1 *trade ship* from the discard pile (from your own discard pile).

Unit-Hero Settlement/city

Olaf the Merchant Ship Captain
 During one of your following turns, you may demand 1 or 2 resources from your opponent and give him any 1 resource of your choice in return. Afterwards, place Olaf on the discard pile (on your own discard pile).

Unit-Ship Settlement/city

Pirate Ship
 Your opponent must remove 1 *trade ship* of his choice from his principality and place it on the discard pile (on his own discard pile).
 Event *Plentiful Harvest*: You receive 1 gold.

Building City

Commercial Metropolis
 Place on a "City" card. **Requires:** 1 *Residence* of the highest level or 6 commerce points.

Building City

Trading Station
 Place on a building site of one of your opponent's cities.
1x during your turn: For 1 gold, you may buy 1 resource of your choice from your opponent. **Requires:** *Commercial Harbor*.

Building City

Commercial Harbor (1x)
1x during your turn: Downgrade 1 of your *Residences* by 1 level and take any 2 resources of your choice.

Building City

Commercial Harbor (1x)
1x during your turn: Downgrade 1 of your *Residences* by 1 level and take any 2 resources of your choice.

Building City

Lighthouse
1x during your turn: If you built a *trade ship* directly adjacent to the Lighthouse, you may use this ship to trade at a 1:1 rate. You don't lose a *trade ship* when the event *Capricious Sea* occurs.
Requires: *Commercial Harbor* or at least 2 *trade ships*.

Building City

Lighthouse
1x during your turn: If you built a *trade ship* directly adjacent to the Lighthouse, you may use this ship to trade at a 1:1 rate. You don't lose a *trade ship* when the event *Capricious Sea* occurs.
Requires: *Commercial Harbor* or at least 2 *trade ships*.



Building City

Craft Guild (1x)

After building the Craft Guild: Rotate each of your Residences to the next higher level. If you don't have a Residence you could rotate to the next higher level, you receive any 2 resources of your choice instead.



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Building City

Master Merchants' Alliance

Each time your opponent trades 2 or 3 resources of one type for 1 different resource in his own principality, you receive 1 resource of the type your opponent paid during this trade.



A

Action - Neutral

Guild Master

Take up to 2 resources of your choice.
Requires: Craft Guild.



A

Action - Neutral

Hergild the Master Merchant

During the turn you play Hergild, you may trade a resource type for which you have 1 trade ship at a 1:1 rate as often as you like.
Requires: Commercial Harbor or at least 2 trade ships.



A

Action - Neutral

Gero the Master Merchant

Take any 1 or 2 resources of your choice.
Requires: At least 2 trade ships.



A

Action - Attack

Tactical Retreat

If you remove one of the buildings you placed in your opponent's principality, you receive any 2 resources of your choice, 1 of which your opponent must give you.



A

Action - Attack

Mendicants

If your opponent has the trade advantage, demand 1 resource from him. If he also has more victory points than you, demand up to 2 resources from him.



A

Action - Attack

Trade Monopoly

Demand 1, 2, or 3 resources of one type from your opponent and give him 1 resource of your choice in return.
Requires: Commercial Harbor.



A

Action – Attack

Maritime Trade Monopoly
 For each *trade ship* you have in excess of your opponent's *trade ship* total, demand 1 resource from him—up to a maximum of 2 resources.



A

Action – Attack

Maritime Trade Monopoly
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Event

Fortunate Trade Voyage
 For 1 of his *trade ships*, each player receives up to 2 resources of the type traded by the ship. *Large Trade Ship*: Each player receives 2 resources of the left or right region.



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Event

Capricious Sea
Calm Sea (1, 2, 3, 4): For each of his own *trade ships*, each player receives any 1 resource of his choice. **Storm** (5, 6): Each player slides one of the *trade ships* he placed in his principality under a matching draw stack (under a matching draw stack of his own).



Event

Hour of the Master Merchants
 Rotate each of your *Residences* to the next higher level. If 1 or more *Residences* already reached level 3, each region adjacent to these *Residence(s)* receives 1 resource instead.



The Era of Barbarians



Building Settlement/city

White Raven Tavern
 1x during your turn: Pay 1 gold and roll the dice! If a "1" or "2" is rolled, you do not receive any resources; if a "3," "4," or "5" is rolled, you receive 1 resource; if a "6" is rolled, you receive 2 resources.



Building Region

Border Fortress (1x)
 Place adjacent to a hills region where at least 1 brick is stored. Pay this brick. For 1 ore + 1 wool, you may rotate the Border Fortress to the next higher level.



Building Region

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 Place adjacent to a hills region where at least 1 brick is stored. Pay this brick. For 1 ore + 1 wool, you may rotate the Border Fortress to the next higher level.



Marker Card

Triumph Card (1x)
 Place adjacent to any region of your choice. If you come out victorious after a *Barbarian Attack*, instead of taking 2 resources you also may rotate the Triumph Card to the next higher level. **Requires:** City.



Marker Card

Triumph Card (1x)
 Place adjacent to any region of your choice. If you come out victorious after a *Barbarian Attack*, instead of taking 2 resources you also may rotate the Triumph Card to the next higher level. **Requires:** City.



Building Region

Barbarian Stronghold
 Place on a free road adjacent to one of your opponent's cities. For your opponent, the strength of the barbarians increases by 1. **Removal:** Your opponent's *Triumph Card* indicates 3 victory points.



Unit-Hero Settlement/city

Arnd the Strategist
 When a *Barbarian Attack* occurs, each hero in the settlement/city where Arnd is placed counts double—except for Arnd himself.



Unit-Hero Settlement/city

Baroc the Barbarian
 After a *Brigand Attack*, you receive 1 ore. If there is a *Barbarian Stronghold* in your opponent's principality, you receive 2 ore.



Unit-Hero Settlement/city

Siward the Scout
1x during your turn: You may view the 3 top cards of the event card stack or of any draw stack (of any of your own draw stacks) for free, or you may pay 1 gold to view the cards in your opponent's hand.



Unit-Hero Settlement/city

Wolfgang the Street Performer
Celebration: You may add 1 resource to each region adjacent to Wolfgang. If you take something, your opponent may place Wolfgang in his principality if he pays 2 gold for the takeover.



Unit-Ship Settlement/city

Caravel
 Each ship in the settlement/city where the Caravel is placed counts double in case of a *Barbarian Attack*—except for the Caravel itself. **Requires:** City.

Unit - Hero Settlement/city

Marie the Shieldmaiden

During one of your following turns, you may demand that your opponent choose 2 of his heroes that can be placed on Marie's building site. Place 1 of them on Marie's building site. Place Marie on the discard pile (on your own discard pile).

Building City

Secret Brotherhood (1x)

(1) If you lose against the barbarians, you only have to pay 1 resource. (2) **1x during your turn:** If you discard an unplayed unit or action card, you receive any 1 resource of your choice.

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Building City

Bailiwick (1x)

1x during your turn: You may draw the top card from a draw stack (from your own draw stack).

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Building City

Castle (1x)

In case of a *Barbarian Attack*, each strength point of your *Border Fortress* counts as 1 additional unit.

Building City

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Building City

Arsenal

In case of a *Brigand Attack*, the resources of the regions adjacent to the Arsenal are neither counted nor stolen.

Building City

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Action - Neutral

Siegfried, Vanquisher of the Barbarians

Take 1 or 2 resources of your choice or rotate your *Triumph Card* to the next higher level.

Requires: *Castle* and at least 2 heroes.



Action - Neutral

Alliance Against the Barbarians

Each player who has at least 1 unit takes any 1 resource of his choice. The player who has the most units takes up to 1 additional resource. **Requires:** *Triumph Card* indicating at least 1 victory point, plus at least 1 unit.



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Alliance Against the Barbarians

Each player who has at least 1 unit takes any 1 resource of his choice. The player who has the most units takes up to 1 additional resource. **Requires:** *Triumph Card* indicating at least 1 victory point, plus at least 1 unit.



Action - Neutral

Castellan

The two regions adjacent to your *Castle* each receive 1 resource—if storage space is available. **Requires:** *Castle*.



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Action - Neutral

Relocation

Swap 2 of your own regions or 2 of your own expansion cards.

The number of resources in your inventory must remain unchanged, and the placement of the cards must remain compliant with the rules.



Action - Attack

Contest of the Heroes

Determine 1 of your own heroes and 1 hero of your opponent (if he has one). Each player rolls the production die and adds up his respective strength points. In case of a tie: roll the die again. The winner receives 1 resource and may demand another 1 resource from the loser.



Action - Attack

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Determine 1 of your own heroes and 1 hero of your opponent (if he has one). Each player rolls the production die and adds up his respective strength points. In case of a tie: roll the die again. The winner receives 1 resource and may demand another 1 resource from the loser.



Event

Barbarian Attack

A player who has fewer units than victory points from cities, *Metropolises*, and city expansions discards 2 resources. A player who has more units and at least 1 city receives 2 resources. **Afterwards:** The card is placed under the 4 top cards of the event card stack.



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Event

Retreat of the Barbarians

A player who has at least 1 unit chooses 1 card from 1 draw stack (from 1 of his own draw stacks). A player who has at least 1 unit and the strength advantage chooses up to 2 cards from 1 draw stack (from 1 of his own draw stacks).